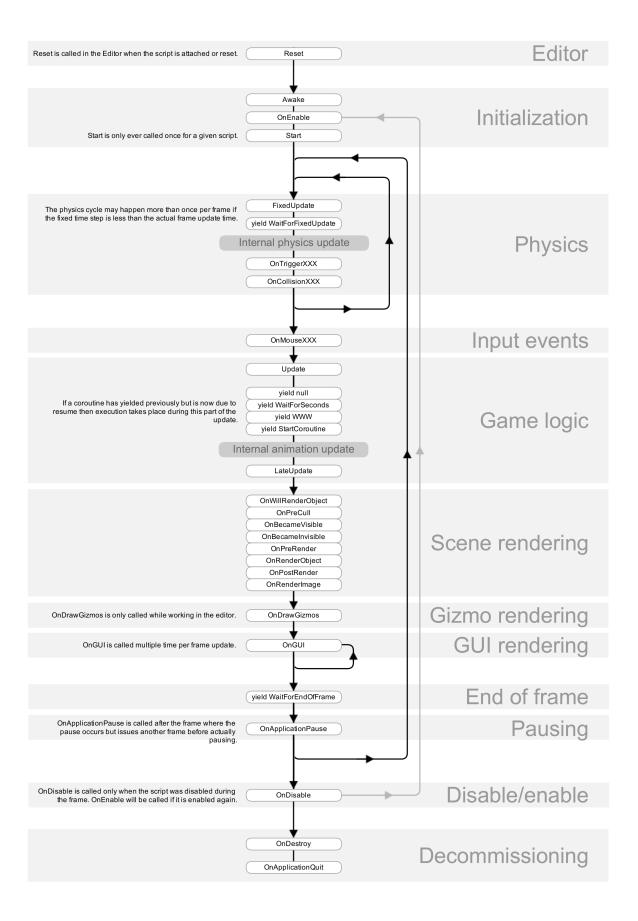
2025/12/24 01:40 1/2 flow

Unity processes updates in the following order:



Update updates every frame FixedUpdate updates every physics frame LateUpdate updates last, after all other game logic

From:

https://wiki.cnelson.tech/ - Chris Nelson's Wiki

Permanent link:

https://wiki.cnelson.tech/doku.php?id=unity:flow&rev=1677261584





https://wiki.cnelson.tech/ Printed on 2025/12/24 01:40